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Subject: Re: [Release] split mine limit plug-in  
Posted by [Sir Kane](#) on Thu, 19 Jun 2008 17:01:05 GMT  
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```
void Maintain_C4_Limit(int team){
int *type;
/*Extra vars go right here*/

ScriptableGameObj *obj, *defuse_p = NULL, *defuse_r = NULL;
int count_p = 0, count_r = 0;
GenericSLNode *node = GameObjList->Get_Head();
while (node){
obj = (ScriptableGameObj*)node->m_pData;
if (obj->As_PhysicalGameObj() && obj->As_C4GameObj() && obj->Get_Player_Type() ==
team){
/* Some extra code goes here (3 lines)*/
if (*type == C4_PROXIMITY){
count_p++;
if (!defuse_p || Get_C4_Time(obj) > Get_C4_Time(defuse_p))defuse_p = obj;
}
if (*type == C4_REMOTE){
count_r++;
if (!defuse_r || Get_C4_Time(obj) > Get_C4_Time(defuse_r))defuse_r = obj;
}
/* Another line */
}
__next:
node = node->m_pNext;
}
if (count_p > 30 && defuse_p) Defuse_C4(defuse_p);
if (count_r > 30 && defuse_r) Defuse_C4(defuse_r);
}
```

FIGURE THE MISSING PARTS OUT!

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